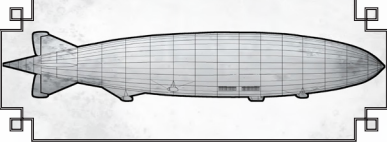


1 1 2 3 4 5 6 7 8 1
 2 2 2
 3 3
 4 4
 5 5
 6 6
 7 7
 8 8

SHIP SPECIAL ABILITY:
 -1 TO CREWMEMBER
 NUMBER AFTER
 REVENANT CAPTURE

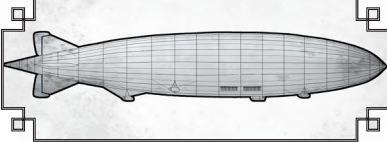
HMS DREADNOUGHT
 CAPT. ERNESTO SMITH-PARKER



1 1 2 3 4 5 6 7 8 1
 2 2 2
 3 3
 4 4
 5 5
 6 6
 7 7
 8 8

SHIP SPECIAL ABILITY:
 +1 TO ANY AMMO FOUND
 TO MAX ALLOWED

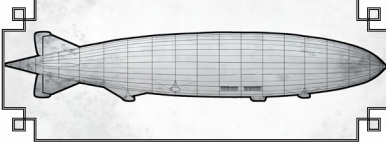
HMS DARING
 CAPT. JAMES RASMUSON



1 1 2 3 4 5 6 7 8 1
 2 2 2
 3 3
 4 4
 5 5
 6 6
 7 7
 8 8

SHIP SPECIAL ABILITY:
 -1 TO
 REVENANT CAPTURE

HMS DELIBERATE
 CAPT. LILY ARISTO



- PIRATE ATTACK ROLL AMMO
- REVENANT CAPTURE ROLL MORALE
- CREW NUMBER
- SUPPLIES NUMBER SUPPLIES
- AMMO NUMBER
- KEY BATTLE ROOM

1	4	5
2	5	5
3	5	6
4	6	6
5	6	7
6	7	8
7	7	8
8	8	8

CREW MEMBERS RESISTANCE ATTACK RATING

- PIRATE ATTACK ROLL AMMO
- REVENANT CAPTURE ROLL MORALE
- CREW NUMBER
- SUPPLIES NUMBER SUPPLIES
- AMMO NUMBER
- KEY BATTLE ROOM

1	4	5
2	5	5
3	6	6
4	6	6
5	7	7
6	7	7
7	8	8
8	8	8
9	8	8

CREW MEMBERS RESISTANCE ATTACK RATING

- PIRATE ATTACK ROLL AMMO
- REVENANT CAPTURE ROLL MORALE
- CREW NUMBER
- SUPPLIES NUMBER SUPPLIES
- AMMO NUMBER
- KEY BATTLE ROOM

1	4	5
2	5	6
3	5	6
4	6	7
5	6	7
6	7	7
7	7	8
8	8	8
9	8	8
10	8	9

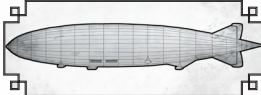
CREW MEMBERS RESISTANCE ATTACK RATING

cut out as one piece and fold along horizontal line, laminating back to front then cut out each of the 3 cards

1 1 2 3 4 5 6 7 8 1
 2 2 3 4 5 6 7 8 2
 3 3 4 5 6 7 8 3
 4 4 5 6 7 8 4
 5 5 6 7 8 5
 6 6 7 8 6
 7 7 8 7

SHIP SPECIAL ABILITY:
 -1 TO CREWMEMBER
 NUMBER AFTER
 REVENANT CAPTURE

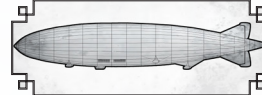
CORSAIR PALADIN
 CMD. V. FANNING



1 1 2 3 4 5 6 7 8 1
 2 2 3 4 5 6 7 8 2
 3 3 4 5 6 7 8 3
 4 4 5 6 7 8 4
 5 5 6 7 8 5
 6 6 7 8 6
 7 7 8 7

SHIP SPECIAL ABILITY:
 +2 TO ALL AMMO FOUND
 TO MAX ALLOWED

CORSAIR PRESTIGE
 CMD. ARES DIAMANDIS



1 1 2 3 4 5 6 7 8 1
 2 2 3 4 5 6 7 8 2
 3 3 4 5 6 7 8 3
 4 4 5 6 7 8 4
 5 5 6 7 8 5
 6 6 7 8 6
 7 7 8 7

SHIP SPECIAL ABILITY:
 +1 TO ANY SUPPLIES FOUND
 TO MAX ALLOWED

FRESHIP *Moonshadow*
 CAPT. SULLEN DAMASK



- PIRATE ATTACK ROLL AMMO
- REVENANT CAPTURE ROLL MORALE
- CREW NUMBER
- SUPPLIES NUMBER SUPPLIES
- AMMO NUMBER
- KEY BATTLE ROOM

1	6	6
2	7	6
3	8	7
4	8	7
5	8	7
6	8	8
7	8	8
8	9	8
9	9	9
10	9	9
11	9	10

CREW MEMBERS RESISTANCE ATTACK RATING

- PIRATE ATTACK ROLL AMMO
- REVENANT CAPTURE ROLL MORALE
- CREW NUMBER
- SUPPLIES NUMBER SUPPLIES
- AMMO NUMBER
- KEY BATTLE ROOM

1	5	5
2	5	5
3	5	6
4	6	6
5	7	7
6	7	7
7	7	8
8	8	8
9	8	9
10	8	9
11	9	9
12	9	10

CREW MEMBERS RESISTANCE ATTACK RATING

- PIRATE ATTACK ROLL AMMO
- REVENANT CAPTURE ROLL MORALE
- CREW NUMBER
- SUPPLIES NUMBER SUPPLIES
- AMMO NUMBER
- KEY BATTLE ROOM

1	4	5
2	5	5
3	5	6
4	6	6
5	6	7
6	6	7
7	7	8
8	7	8
9	7	8
10	8	9
11	8	9
12	8	9

CREW MEMBERS RESISTANCE ATTACK RATING

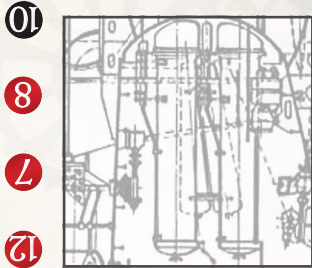
cut out as one piece and fold along horizontal line, laminating back to front then cut out each of the 3 cards

1 FORE GUNNERY
WE COULD USE A
LITTLE HELP HERE



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: RAISE **AMMO** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP.
01 IF YOU LOSE: THE SHIP AND
GAME ARE LOST.



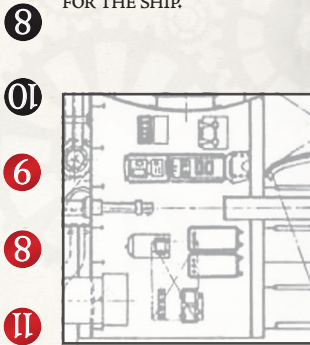
8
7
12



7 MACHINE SHOP
GRAB THE
WELDING TORCHES

1 SUPPLIES:

6 +1 **AMMO** FOR EACH
-1 **SUPPLIES** TO INDICATED
NUMBER AND MAX ALLOWED
FOR THE SHIP.



01
6
8
11

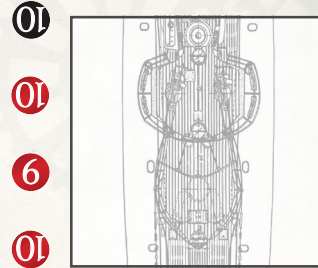


0 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

6 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
CREW BY INDICATED
NUMBER.



01
10
6
10

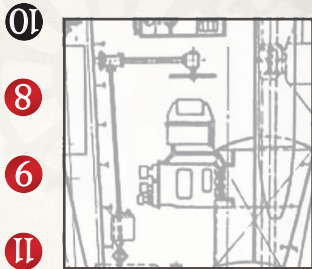


7 NAVIGATION
STOP THEM NOW!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: RAISE **MORALE** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP.
01 IF YOU LOSE: THE SHIP AND
GAME ARE LOST.



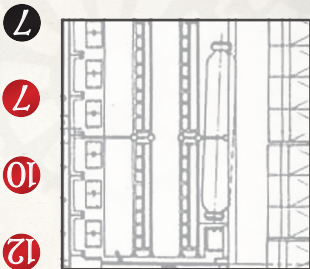
10
8
6
11



7 QUARTERMASTER
FIND WHAT
WE NEED...

1 SUPPLIES:

6 YOU MAY RAISE **SUPPLIES** BY
2X INDICATED NUMBER TO
MAX ALLOWED FOR THE SHIP
BUT YOU MUST -1 **AMMO** FOR
EACH RAISED.



7
7
10
12

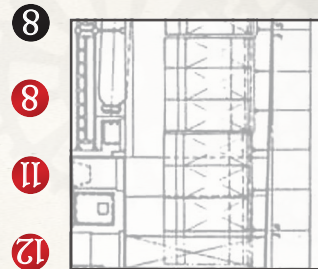


1 ARMORY
QUICK - LOAD UP!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: +1 **AMMO** FOR
EACH -1 **SUPPLIES** TO
INDICATED NUMBER AND
MAX ALLOWED FOR THE SHIP.



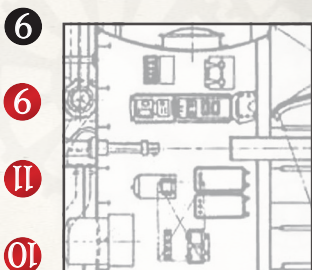
8
8
11
12



7 MESS HALL
WE COULD USE
SOME HELP!

1 CREW:

7 +1 **CREW** FOR EACH
-1 **SUPPLIES** TO INDICATED
NUMBER AND MAX ALLOWED
FOR THE SHIP.



6
6
11
10

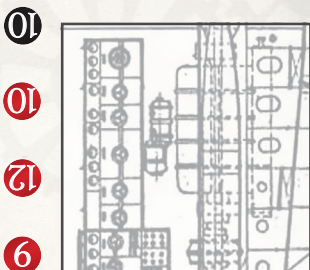


0 ENGINE ROOM
HOLD THE LINE!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

10 IF YOU WIN: RAISE **MORALE** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP.
8 IF YOU LOSE: THE SHIP AND
GAME ARE LOST.



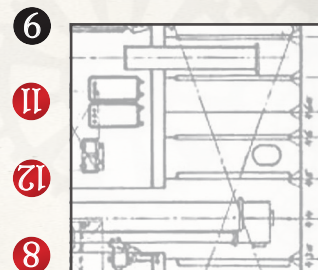
10
10
12
6



1 CREW QUARTERS
ALL HANDS ON DECK

1 CREW:

6 YOU MAY RAISE **CREW** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP BUT
YOU MUST -1 **AMMO** FOR
EACH RAISED.



6
11
12
8

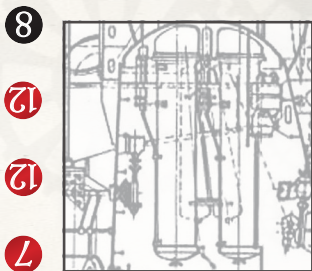


0 FORE GUNNERY
WE COULD USE A
LITTLE HELP HERE



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

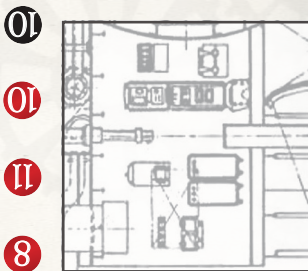
4 IF YOU WIN: RAISE **AMMO** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP
9 IF YOU LOSE: THE SHIP AND
GAME ARE LOST.



7 WARDROOM
ALL HANDS ON DECK

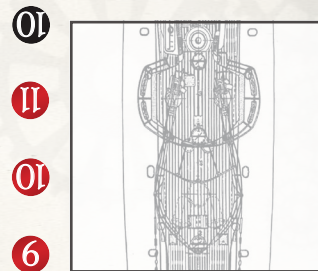
1 CREW:
+1 **CREW** FOR EACH
6 -1 **SUPPLIES** TO INDICATED
NUMBER AND MAX ALLOWED
FOR THE SHIP.

6



1 CORRIDOR
THEY'RE COMING

1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE
9 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
8 **CREW** BY INDICATED
NUMBER.

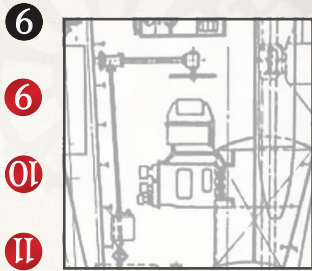


7 NAVIGATION
STOP THEM NOW!



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

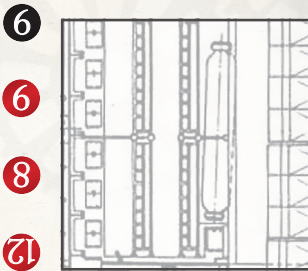
6 IF YOU WIN: RAISE **MORALE** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP.
4 IF YOU LOSE: THE SHIP AND
GAME ARE LOST.



1 CARGO HOLD
GET THE AXES

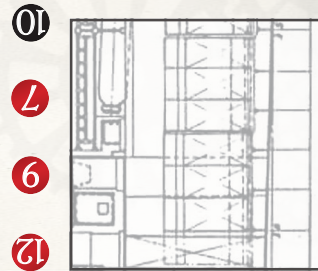
1 SUPPLIES:
YOU MAY RAISE **SUPPLIES** BY
8 2X INDICATED NUMBER TO
MAX ALLOWED FOR THE SHIP
8 BUT YOU MUST -1 **AMMO** FOR
EACH RAISED.

8



1 ARMORY
QUICK - LOAD UP!

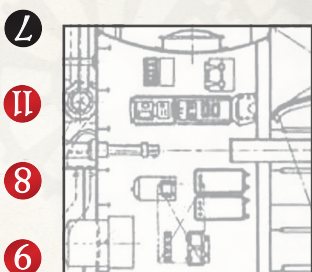
0 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
4 IF YOU WIN: +1 **AMMO** FOR
EACH -1 **SUPPLIES** TO
8 INDICATED NUMBER AND
MAX ALLOWED FOR THE SHIP.



7 MESS HALL
WE COULD USE
SOME HELP!

1 CREW:
+1 **CREW** FOR EACH
10 -1 **SUPPLIES** TO INDICATED
NUMBER AND MAX ALLOWED
FOR THE SHIP

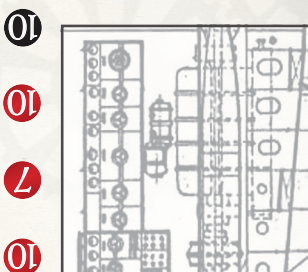
8



0 ENGINE ROOM
HOLD THE LINE!



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
9 IF YOU WIN: RAISE **MORALE** BY
INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP
4 IF YOU LOSE: THE SHIP AND
GAME ARE LOST.



7 CREW QUARTERS
ALL HANDS ON DECK

1 CREW:
YOU MAY RAISE **CREW** BY
6 INDICATED NUMBER TO MAX
ALLOWED FOR THE SHIP BUT
YOU MUST -1 **AMMO** FOR
6 EACH RAISED.

6

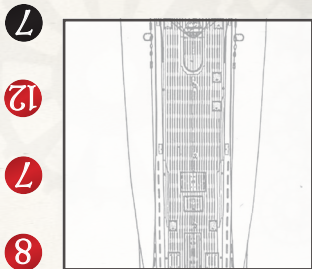


0 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
6 **CREW** BY INDICATED
NUMBER.



7

7

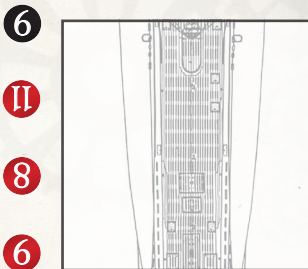
8

1 CORRIDOR
THEY'RE COMING



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

8 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
01 **CREW** BY INDICATED
NUMBER.



6

11

8

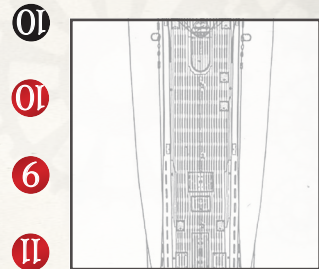
6

7 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

4 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
8 **CREW** BY INDICATED
NUMBER.



01

01

6

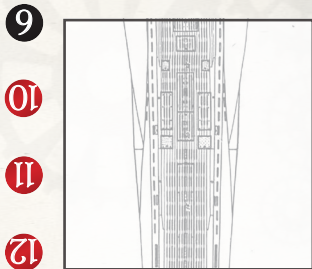
11

0 CORRIDOR
THEY'RE COMING



0 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: YOU MAY
DECREASE **SUPPLIES**
RESOURCE BY 1 FOR EACH
7 +1 GAIN TO **AMMO**.



7

9

01

11

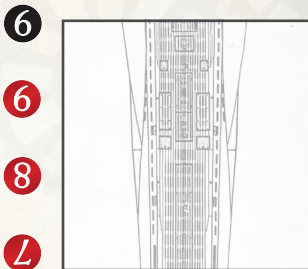
12

7 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: YOU MAY
DECREASE **SUPPLIES**
RESOURCE BY 1 FOR EACH
8 +1 GAIN TO **AMMO**.



8

6

6

8

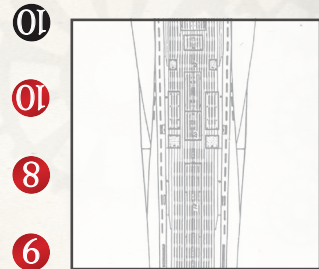
7

1 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: YOU MAY
DECREASE **SUPPLIES**
RESOURCE BY 1 FOR EACH
9 +1 GAIN TO **AMMO**.



9

01

01

8

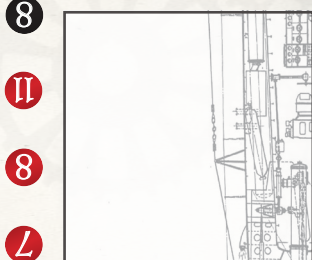
6

0 HULL
TAKE IT TO THEM!



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

6 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
7 **CREW** BY INDICATED
NUMBER.



8

11

8

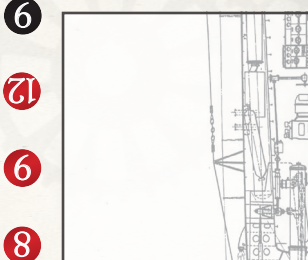
7

7 HULL
TAKE IT TO THEM!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

8 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
01 **CREW** BY INDICATED
NUMBER.



6

12

6

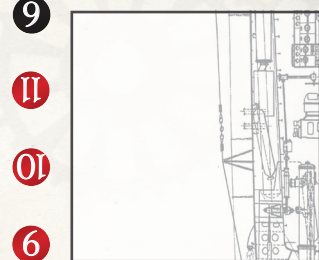
8

1 HULL
TAKE IT TO THEM!



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

6 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
7 **CREW** BY INDICATED
NUMBER.



9

11

10

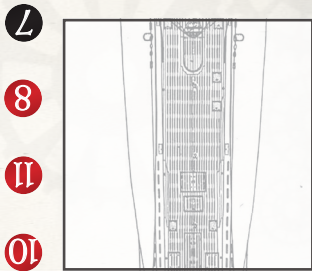
6

1 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
6 **CREW** BY INDICATED
NUMBER.



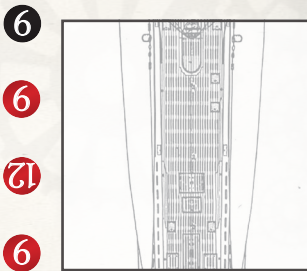
4
8
11
10

0 CORRIDOR
THEY'RE COMING



0 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

4 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
10 **CREW** BY INDICATED
NUMBER.



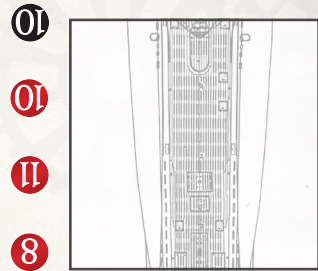
6
6
12
6

7 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

8 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
6 **CREW** BY INDICATED
NUMBER.



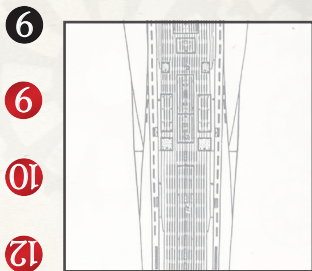
10
10
11
8

1 CORRIDOR
THEY'RE COMING



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

4 IF YOU WIN: YOU MAY DECREASE
SUPPLIES RESOURCE BY 1 FOR
EACH
8 +1 GAIN TO **AMMO**.



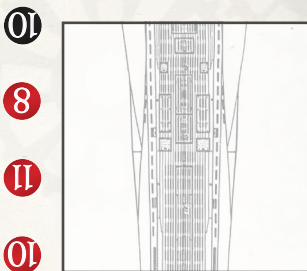
6
6
10
12

7 CORRIDOR
THEY'RE COMING



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

8 IF YOU WIN: YOU MAY
DECREASE **SUPPLIES**
RESOURCE BY 1 FOR EACH
6 +1 GAIN TO **AMMO**.



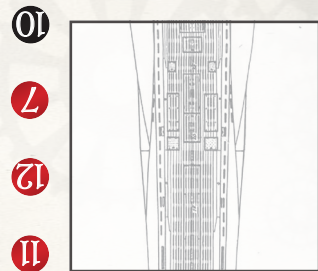
10
8
11
10

7 CORRIDOR
THEY'RE COMING



0 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

6 IF YOU WIN: YOU MAY
DECREASE **SUPPLIES**
RESOURCE BY 1 FOR EACH
10 +1 GAIN TO **AMMO**.



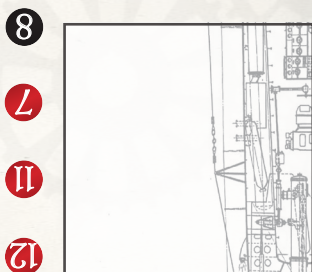
10
7
12
11

1 HULL
TAKE IT TO THEM!



0 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

9 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
6 **CREW** BY INDICATED
NUMBER.



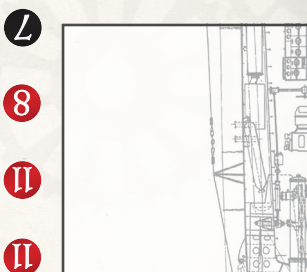
8
7
11
12

7 HULL
TAKE IT TO THEM!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

4 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
10 **CREW** BY INDICATED
NUMBER.



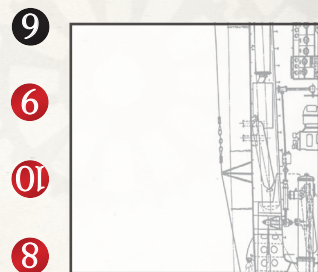
7
8
11
11

1 HULL
TAKE IT TO THEM!



7 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

8 IF YOU LOSE THE REVENANT
CAPTURE ACTION,
ADDITIONALLY DECREASE
6 **CREW** BY INDICATED
NUMBER.



9
6
10
8

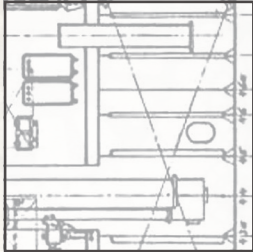
1 CREW QUARTERS
ALL HANDS ON DECK

7 CREW:

8 YOU MAY RAISE CREW BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST -1 AMMO FOR EACH RAISED.

6

01



6

01

6

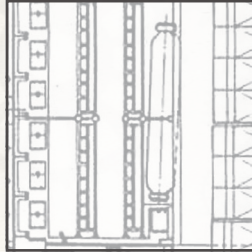
1 QUARTERMASTER
FIND WHAT WE NEED...

1 SUPPLIES:

4 YOU MAY RAISE SUPPLIES BY 2X INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP BUT YOU MUST -1 AMMO FOR EACH RAISED.

6

8



01

11

8

7 ARMORY
QUICK - LOAD UP!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

4 IF YOU WIN: +1 AMMO FOR EACH -1 SUPPLIES TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

8

01



11

12

7

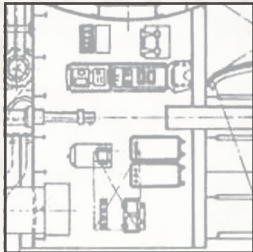
1 WARDROOM
ALL HANDS ON DECK

0 CREW:

+1 CREW FOR EACH -1 SUPPLIES TO INDICATED NUMBER AND MAX ALLOWED FOR THE SHIP.

8

6



01

11

6

1 NAVIGATION
STOP THEM NOW!

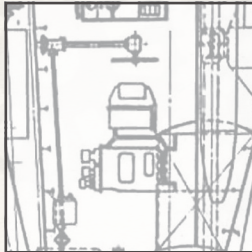


1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

01 IF YOU WIN: RAISE MORALE BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.
9 IF YOU LOSE: THE SHIP AND GAME ARE LOST.

9

6



6

01

10

7 ENGINE ROOM
HOLD THE LINE!

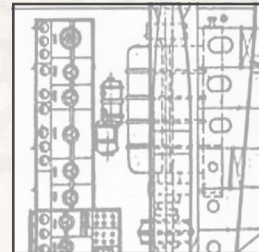


1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK

9 IF YOU WIN: RAISE MORALE BY INDICATED NUMBER TO MAX ALLOWED FOR THE SHIP.
6 IF YOU LOSE: THE SHIP AND GAME ARE LOST.

6

01



8

6

8

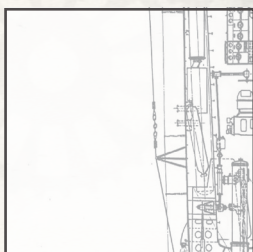
1 HULL
TAKE IT TO THEM!



0 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

6 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

01



12

7

8

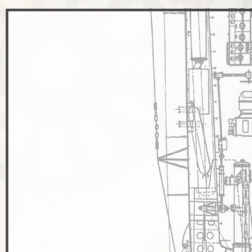
7 HULL
TAKE IT TO THEM!



1 ORDER OF BATTLE ACTION:
AIR PIRATE ATTACK
REVENANT CAPTURE

8 IF YOU LOSE THE REVENANT CAPTURE ACTION, ADDITIONALLY DECREASE CREW BY INDICATED NUMBER.

8



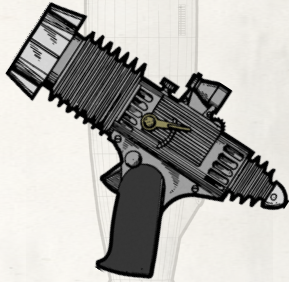
11

10

6

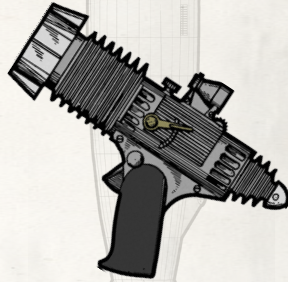
AETHER
CAPTAINS

ONSLAUGHT REVENANTS



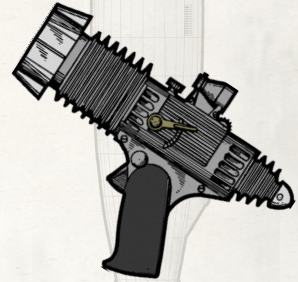
AETHER
CAPTAINS

ONSLAUGHT REVENANTS



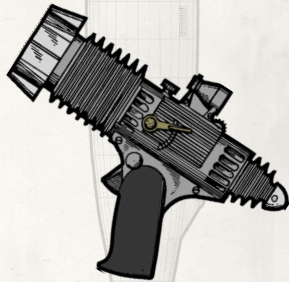
AETHER
CAPTAINS

ONSLAUGHT REVENANTS



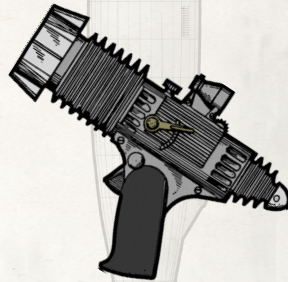
AETHER
CAPTAINS

ONSLAUGHT REVENANTS



AETHER
CAPTAINS

ONSLAUGHT REVENANTS



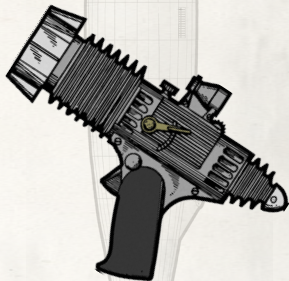
AETHER
CAPTAINS

ONSLAUGHT REVENANTS



AETHER
CAPTAINS

ONSLAUGHT REVENANTS



AETHER
CAPTAINS

ONSLAUGHT REVENANTS



AETHER
CAPTAINS

ONSLAUGHT REVENANTS

